SPLICE & DICE
TOO MANY BONES
ESSENCE OF NOM
LEECH BLOOD
Rulebook
Version 1.1

Welcome

Fellow Council Members –

Apologies for my absence from recent meetings. Progress calls, as it so often does. Though my guiding wisdom and voice in the Council Chambers have no doubt been missed, know that my travels have yielded important knowledge that will no doubt benefit Gearlocs for centuries to come.

Sadly, though the research gains being made are promising, there is a bit of trouble afoot. It seems additional horrors have encroached upon Daelore – five of them to be precise. Their point of origin is a complete mystery. I've reprogrammed several of the otherwise useless mechs left behind by Synchro *(may he rest in peace)* to help scout regions to the south for more intelligence. Had Mirawatt not inexplicably abandoned us, perhaps this entire ordeal could have been avoided.

Meanwhile, in my quaint underground laboratory, I've enlisted the help of a few humble Gearlocs to research some countermeasures against these new monsters. I plan to keep them here for as long as necessary to assist our race in making our much-awaited return to the Deepwood.

Do not bother trying to reach me. The days in my lab with these apprentices are long, and we've little time to waste communicating with the outside world. However, should these new threats prove to be more formidable than originally thought, sending out a party to dispose of them may be advised. It'd be best to keep it quiet so as to not alarm the masses.

I'll write again when the time is appropriate.

Regards,
Nobulous

Note: The majority of the content included in this expansion can be added to either of the standalone Too Many Bones games – the base game or Undertow *(or a combination of the two).* We will simply refer to "Too Many Bones" *(or "TMB")* when a distinction between the two is not necessary. We will refer to the base game or Undertow specifically when we discuss content that is added to one of these standalone games.

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Components

Proto Tyrant Chip

x2 Spliced Tyrant Chip

x7 1Pt Baddies

x4 3Pt Krelln Baddies

x4 3Pt Mech Baddies

x8 5Pt Baddies

x7 20Pt Baddies

x15 Pegs

Draw Bag

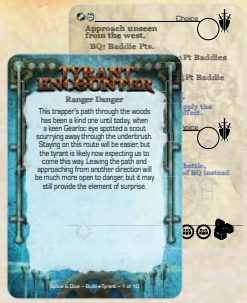
x17 Tyrant Chips

Chip Storage Tray

Dice Storage Tray

x2 Tuckboxes

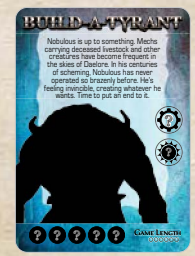
x10 Apprentice Cards



x10 BAT Tyrant Encounters

x21 Tyrant Encounter Cards

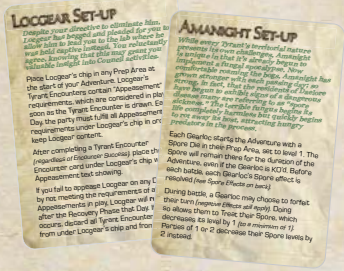
x6 Tyrant Epilogue Cards


BUILD-A-TYRANT
Nobulous is up to something. Mechs carrying deceased livestock and other creatures have become frequent in the skies of Daetore. In his centuries of scheming, Nobulous has never operated so brazenly before. He's feeling invincible, creating whatever he wants. Time to put an end to it.
GAME LENGTH

Build-a-Tyrant Card

BLOBULEOUS
What could Nobulous want with a clone? The possibilities are endless: a perfect experimental specimen, perhaps, or even a potential host for a transfer of consciousness. Sophisticated, but when life gives you lemons, you turn those lemons into what Nobulous did with Bubulous
GAME LENGTH

x5 Tyrant Cards



x2 Tyrant Set-Up Cards

x38 Nob Cards

x9 Spliced Tyrant Dice

x6 Spliced Tyrant Stat Dice

x4 Effect Dice

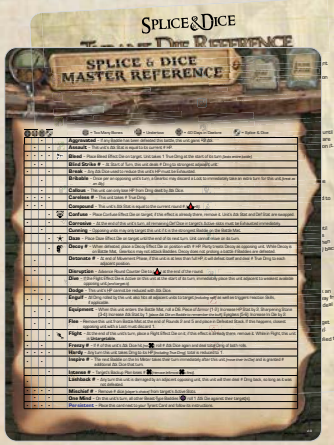
Spliced Tyrant Ini Die

D6

x10 Lab Dice

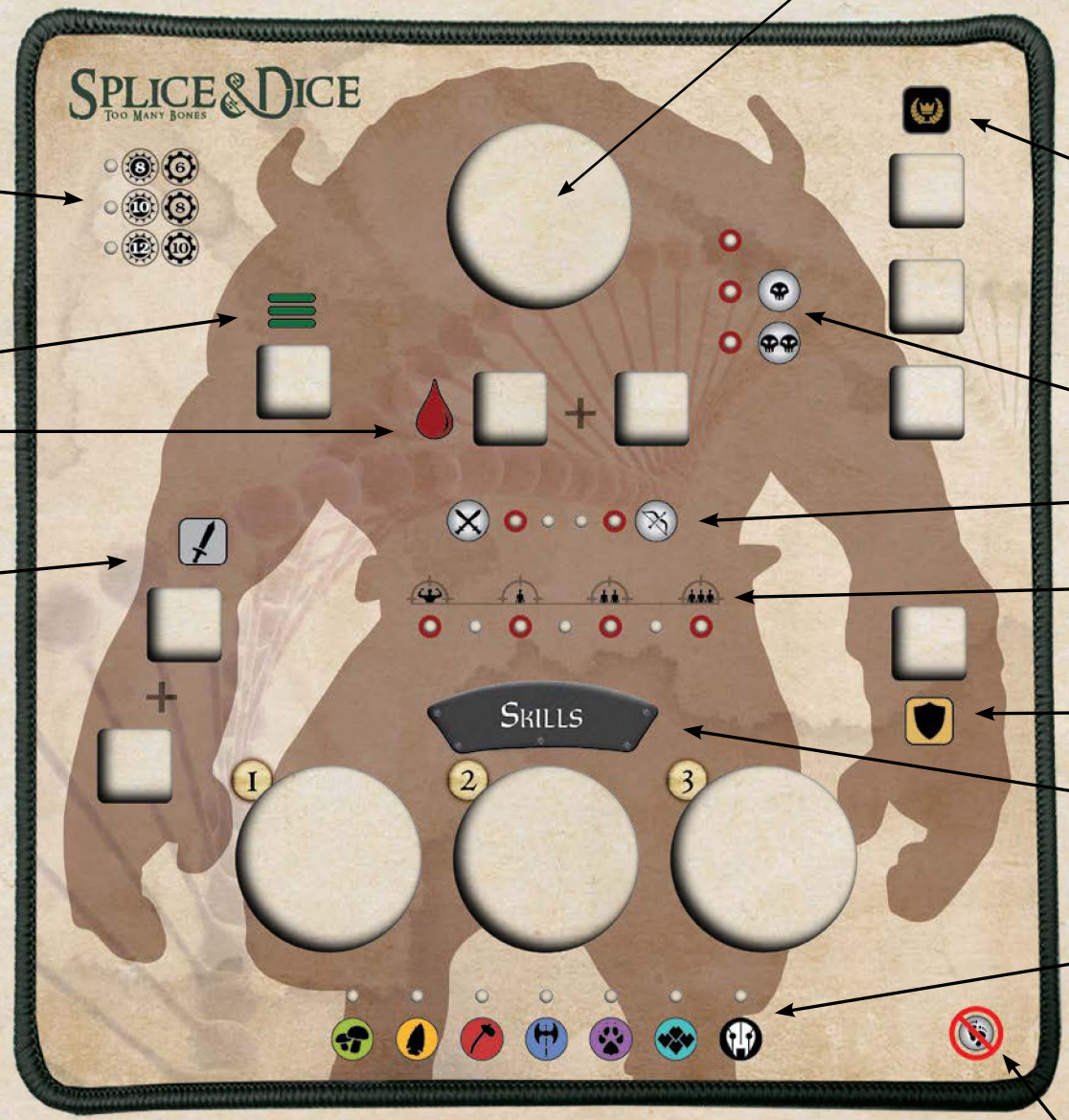
x9 Tyrant Dice

x25 Spliced Tyrant Sheets



x2 Reference Sheets

Components
Continued



Spliced Tyrant Chip

Days/Progress

Spliced Tyrant Dice

Initiative (Ini) Stat

Extra Baddies Track

Health (HP) Stat

Attack Form Track

Attack (Atk) Stat

Preferred Target Track

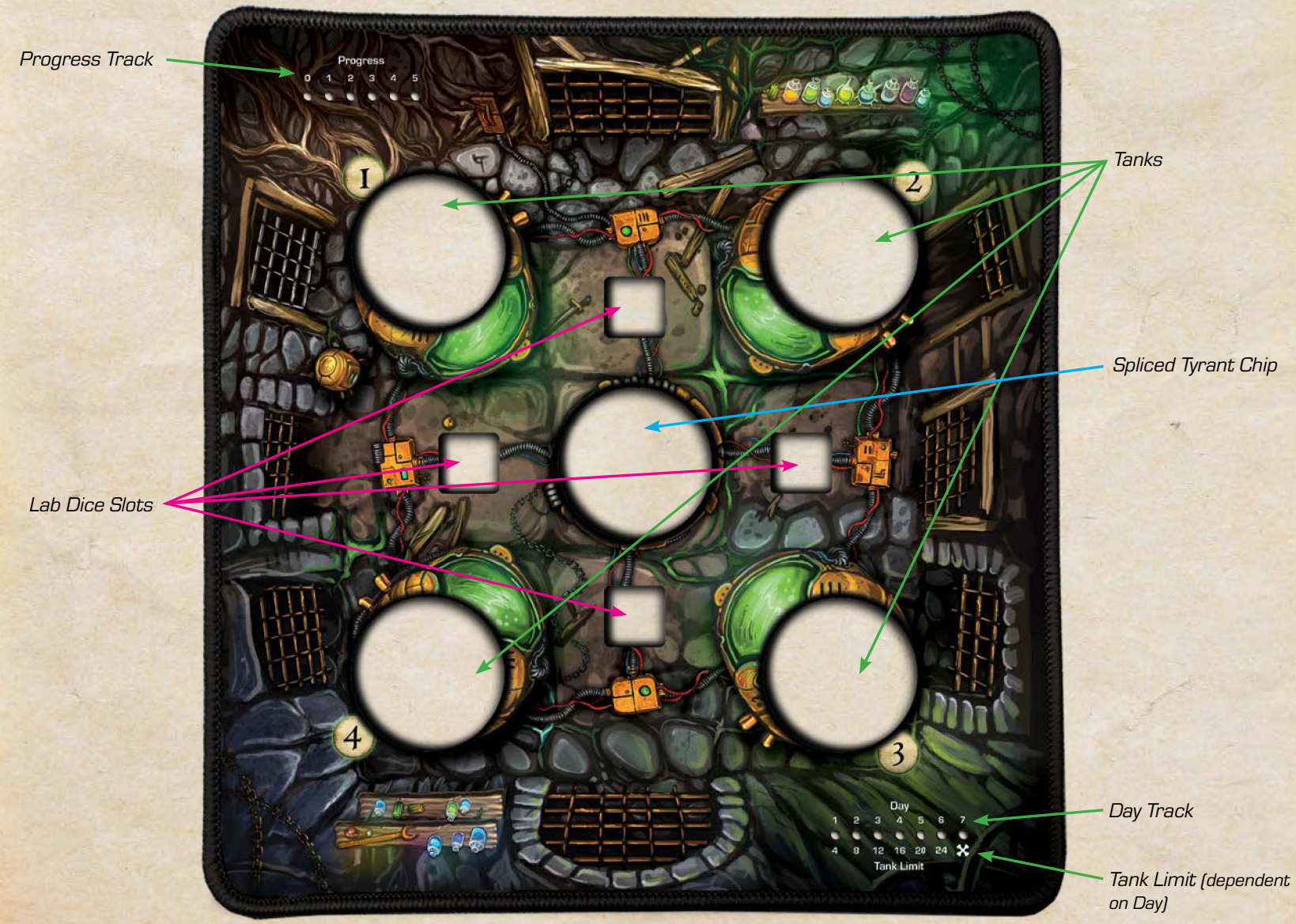
Defense (Def) Stat

Skills Area

Baddie Types

No Diagonal Movement

Tyrant Mat


Progress Track
Progress
0 1 2 3 4 5
Tanks
1
2
Spliced Tyrant Chip
Lab Dice Slots
4
3
Day
1 2 3 4 5 6 7
4 8 12 16 20 24
Tank Limit
Day Track
Tank Limit (dependent on Day)

Lab Mat

New Content
For a Standard Game of Too Many Bones

New Tyrants

Splice & Dice contains 5 new Tyrants that can be integrated directly into TMB to create new and unique challenges for seasoned players.

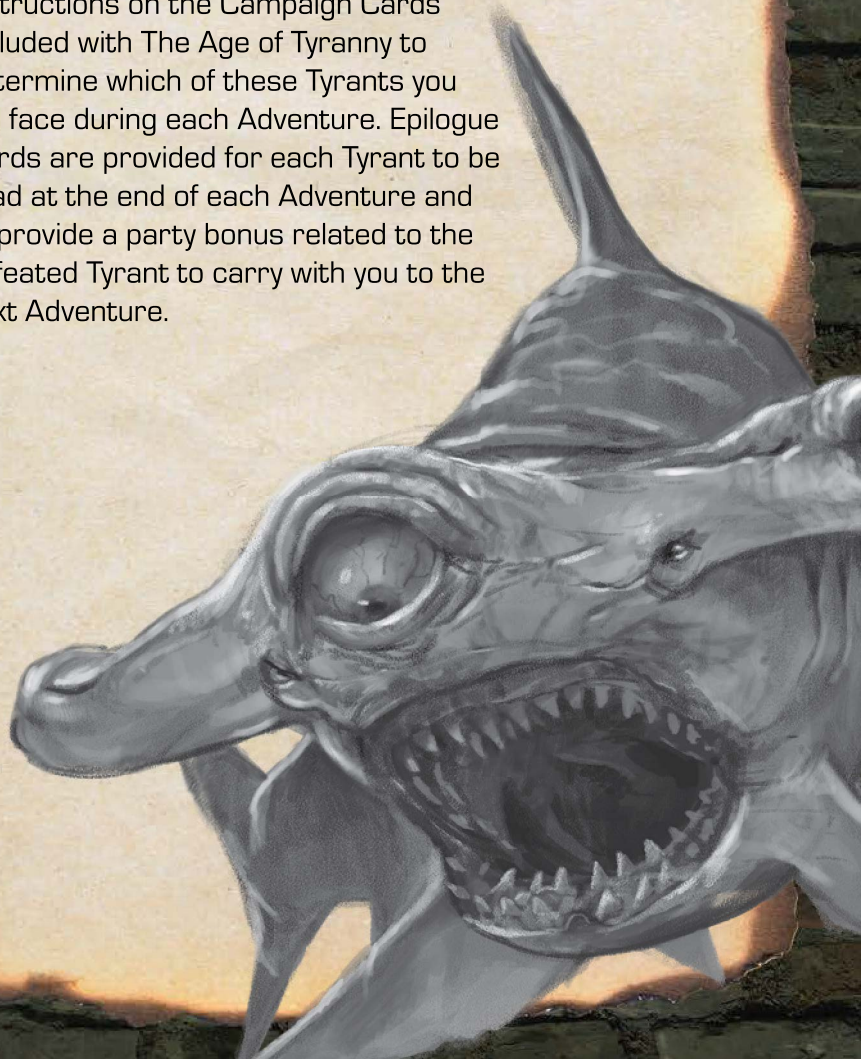
Oxide and Leech require components from Undertow to play, while Amanight, Locgear, and Blobulous can be played with either of the TMB standalone games. All of the new Tyrants can be integrated with Baddies and Encounters from the 40 Days in Daelore expansion as well.

When choosing a Tyrant, you can either select the specific Tyrant you would like to face or choose one at random from all of the available Tyrant options.

Find all cards, chips, and dice associated with your chosen Tyrant, and incorporate them during set-up as instructed in the TMB rulebook. Amanight and Locgear include a card with additional set-up and gameplay instructions as well. You will not need the Epilogue cards if playing a standard game.

The Age of Tyranny Campaign

The new Splice & Dice Tyrants can also be used in campaigns if you own The Age of Tyranny expansion. Simply take at least 7 Tyrants between TMB and Splice & Dice to create your possible pool of Tyrants for the campaign. Follow the instructions on the Campaign Cards included with The Age of Tyranny to determine which of these Tyrants you will face during each Adventure. Epilogue Cards are provided for each Tyrant to be read at the end of each Adventure and to provide a party bonus related to the defeated Tyrant to carry with you to the next Adventure.



New Baddies

Krelln & Mech Baddies

Splice & Dice includes 4 new Krelln and 4 new Mech Baddies. These can be mixed directly in with the Krelln and Mech Baddies in Undertow, providing more variety for these Baddie Types when playing with Undertow Encounters.

Dual-Type Baddies

There are 19 Dual-Type Baddies that are new to Splice & Dice and can be integrated into TMB. Once you've selected your Tyrant during set-up of the game, you'll include in your Active Stacks all Dual-Type Baddies that have at least one Baddie Type in common with your Tyrant.

Additional Baddies

There are 3 additional new Baddies that, while not Dual-Types, present new challenges to seasoned players. You can include them as normal when fighting a Tyrant with their Baddie Types.

Creating a Tyrant

Splice & Dice introduces two ways in which you can create your own Tyrant to play against in TMB:

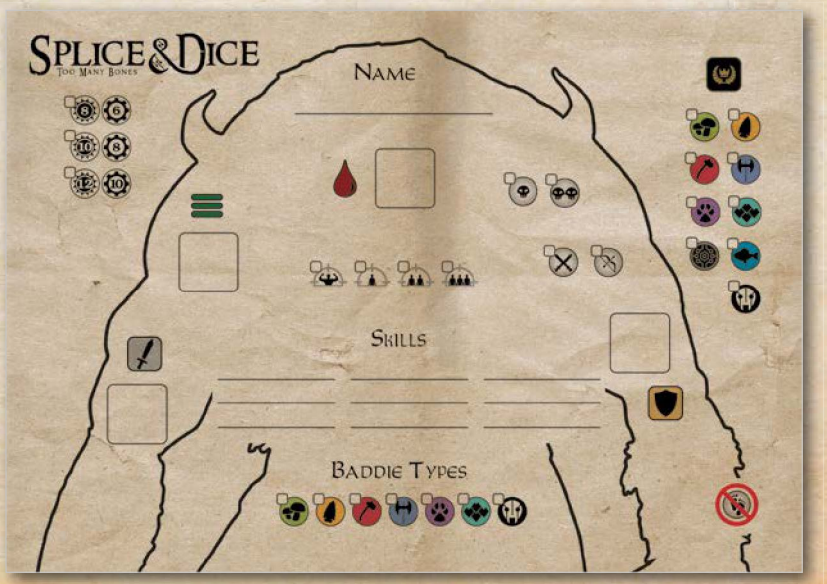
- Build-a-Tyrant *(BAT)* is a module that can be added to a standard game of TMB. It allows you to create the Tyrant you will face at the end of your Adventure while you play! See pg. 12 for more details on how to play BAT.
- The Nobulous Apprenticeship Program *(NAP)* is its own game, utilizing components from TMB. In NAP, you will play as a team of apprentices working together to create the most terrifying Tyrant possible in order to please your boss, Nobulous. Upon winning, this Tyrant can be saved and faced in a future game of TMB. See pg. 20 for more details on how to play NAP.

Note that while there are many similarities between BAT and NAP, they are unique from each other in a number of ways, including how Splices are resolved. Please ensure you refer to the correct section of this rulebook according to which mode you are playing.

Using a Created Tyrant in TMB

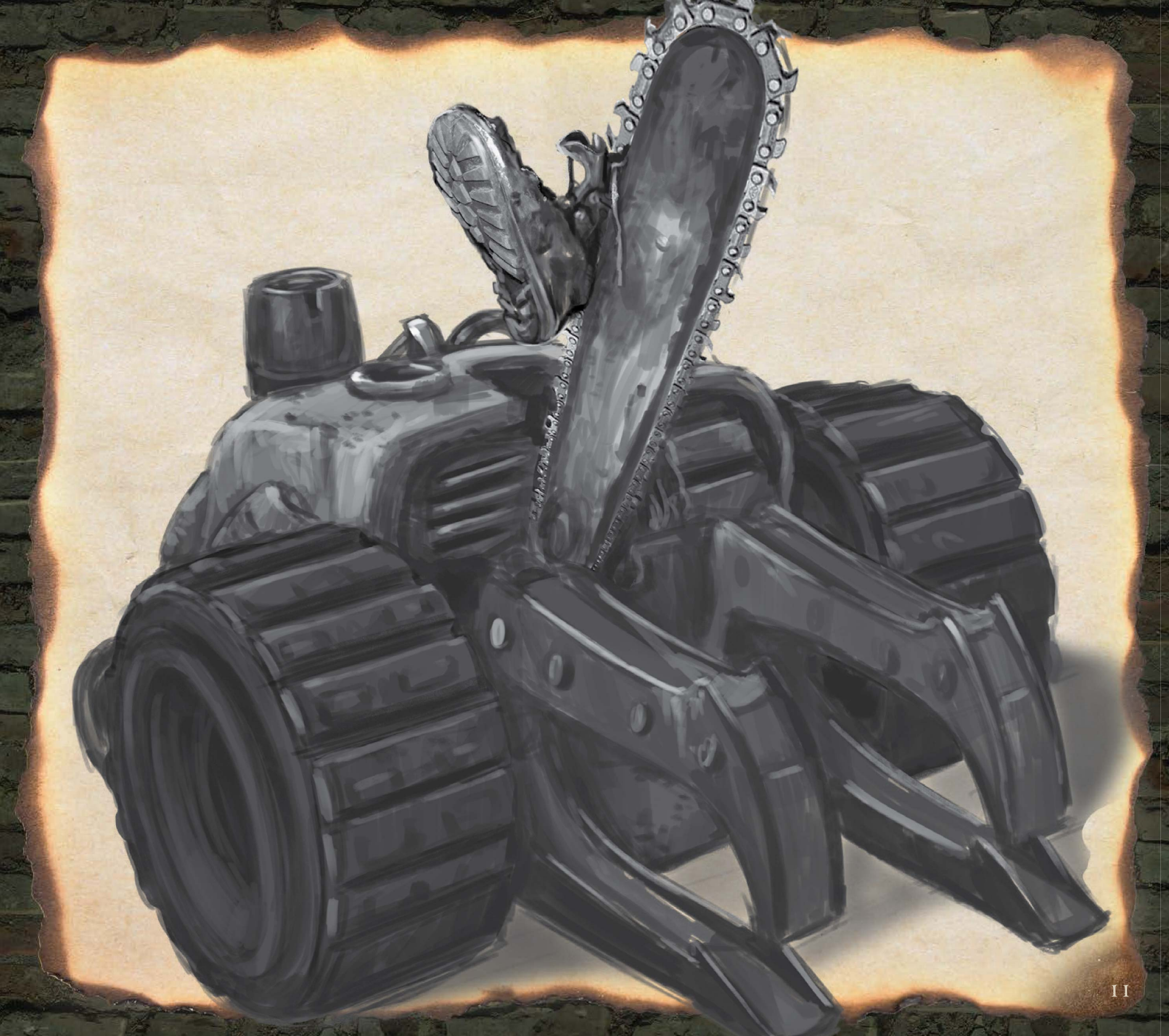
Tyrants created through either BAT or NAP can later be ported into a standard game of TMB. At the end of a game of BAT or NAP, players will have the opportunity to save their creations on the included Spliced Tyrant Sheets. Then, when you want to face it again, simply pull out that Spliced Tyrant Sheet, which will outline all of the details of the Tyrant you'll go up against.

A BAT Tyrant will have its Days/Progress defined *(though you may adjust this for a longer/shorter game as desired).* If playing against a NAP Tyrant, you will need to choose how many Days your Adventure will last, as this is not defined.



Use the table on pg. 13 to determine how many Build-a-Tyrant Encounter Cards to include in your Encounter Deck. The Encounters you face will impact your Tyrant battle, making the final battle unique each game even if facing the same Tyrant multiple times.

Splice & Dice also includes an Epilogue card for BAT or NAP Tyrants so they can be used in a campaign if playing with The Age of Tyranny expansion.



Build-a-Tyrant (BAT)

Wildlife, both dead and alive, has been disappearing throughout Daelore for months. From farm animals to household pets, nothing has been safe. The culprit? Mechs that look alarmingly similar to those controlled by Gearloc Council member Nobulous Grint. In the dead of night, when no one is watching, they quietly sweep through the countryside, picking up creatures that meet their mysterious purpose.

Following the trajectory of the mechs toward their point of origin inevitably leads down a path crawling with the Ebon. Underground laboratories are discovered along the way, filled with signs that something sinister is being created. And now, the very Ebon being slain on the battlefield are being whisked away before they can be searched for clues.

With each passing day, the ominous feeling grows. Something rotten is preparing to surface.

Overview

This mode of Splice & Dice finds Nobulous in his lab, attempting to create a nasty Tyrant out of the very Baddies you defeat as your party Adventures through Daelore. Using his mechs to retrieve weak or fallen Baddies from the battlefield, Nobulous then uses them in his splicing tanks each day to make his Tyrant even more frightening.

In BAT mode, your party will attempt to manipulate the order in which the Baddies are defeated to subsequently limit the effectiveness of Nobulous' splices. In the end, you will face a horrible combination of the very things you defeated along the way!

Objective

As in any other TMB Adventure, your task is simple: travel through Daelore in search of a Tyrant. Except this time, you don't quite know what sinister being Nobulous is creating for you to face. Whatever it is, defeating it before time runs out is the only way to achieve victory and avoid the downfall of Daelore as you know it.

Set-Up

Set up your game as per normal, modifying the following sections of set-up in the TMB rulebook as described below. Start, as always, by placing the Battle Mat in the center of your play area.

Tyrant and Day Counter

Do not select a Tyrant. Place the Day Counter Card and Chip *(set to 1)* to the left of your Battle Mat.

Encounters

Before setting up your Encounter Deck, you must decide the maximum number of Days for your Adventure. You can choose an Adventure lasting up to 8, 10, or 12 Days. You may want to base this decision on how long of a game you would like to play or how difficult a Tyrant you would like to face. This will also determine the number of Progress Points required before you can face the Tyrant and how many Encounter Cards you will shuffle into your Encounter Deck.

	8 Days	10 Days	12 Days
Progress Needed	6	8	10
Game Length	Short	Medium	Long
Difficulty	Easy	Medium	Hard
# of General/Solo Encounter Cards	2	3	3
# of Tyrant Encounter Cards	4	5	7

Determine which General/Solo Encounter Cards you will be using – you may use Encounters from the base game, Undertow, or a combination of the two. You may also want to include Encounters from the 40 Days in Daelore expansion.

Shuffle all of the Encounter Cards you have selected together, and draw Encounter Cards as detailed in the above table, returning the rest of the Encounter Cards to the box. In rare instances where you run out of Encounters, you may replenish your Encounter Deck from the game box.

Find the Build-a-Tyrant Encounter Cards, and shuffle them. Draw a number of cards determined by the table above, returning the rest of the cards to the box.

Shuffle together these two piles of cards to form the base of your Encounter Deck.

If playing with Undertow Day 1-2 Cards, randomly choose one of each and place them in order on top of your newly created Encounter Deck. If playing with the base game and/or The Age of Tyranny Day 1-3 Cards, do the same with the applicable cards.

Add a Cover Card on top of the Encounter Deck if you'd like to make Encounters even more of a surprise.

Loot and Trove Loot
Set up as described in the TMB rulebook.

Baddies
Skip this step for the time being – it will be covered during the Initial Splice.

Gearlocs
Set up as described in the TMB rulebook.

Other Components
Set up as described in the TMB rulebook.

Setting Up the Lab
After you finish the rest of game set-up, you will set up the remaining required Splice & Dice components as follows:

Place the Lab and Tyrant Mats to the right of the Battle Mat. You may need to rearrange some other components to make space. Place the supply of pegs nearby.

On the Tyrant Mat, place a peg in:

- The topmost position of the Extra Baddies Track
- The leftmost position of the Attack Form Track
- The leftmost position of the Preferred Target Track
- The appropriate Days/Progress position according to the length of Adventure you've chosen

Set the Spliced Tyrant Stat Dice, as well as the Spliced Tyrant Dice, to the side of the Tyrant Mat.

Note that the Progress Track and Day Track on the top and bottom of the Lab Mat are not used in BAT.

Place a Spliced Tyrant Chip in the middle of the Lab Mat and the top of the Tyrant Mat. If you are playing with the Adventure Map add-on, you can use the Proto Tyrant Chip to mark the appropriate spot of your Tyrant on that map as well.

Place all of the Lab Dice in the draw bag, and set this in front of the Party Leader.

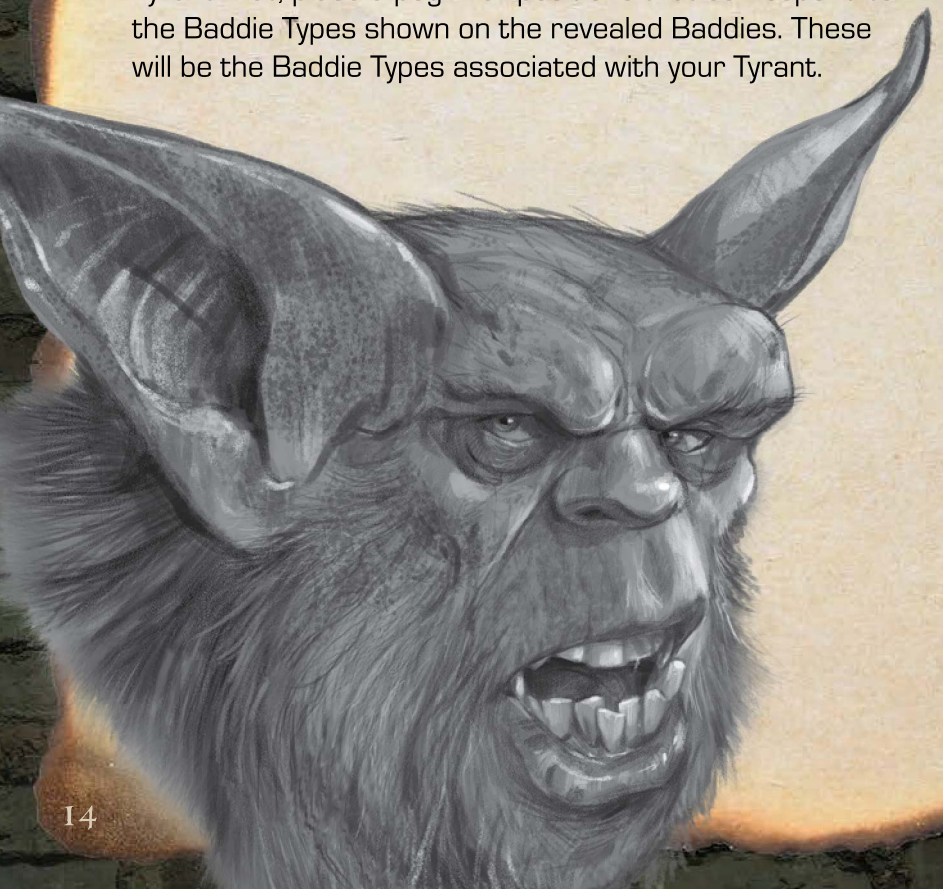
Your game components are now ready for play. To complete set-up of the game, you will carry out the Initial Splice.

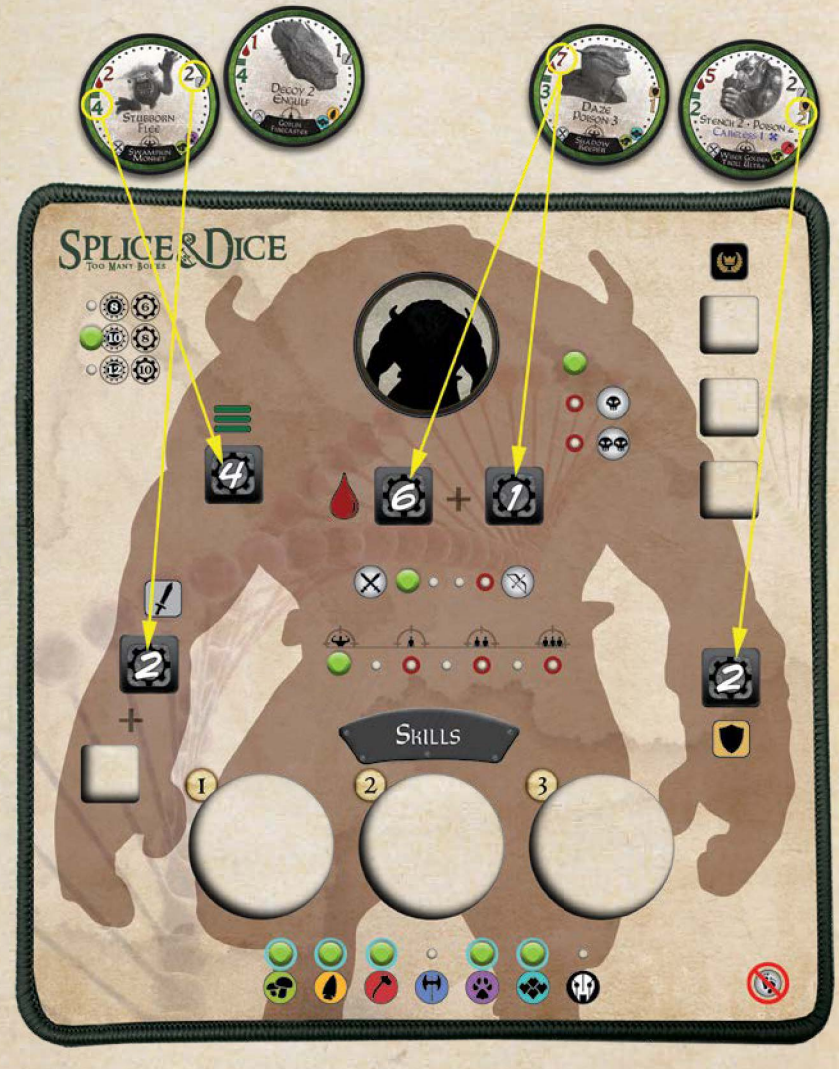
Initial Splice

Using only the Baddies new to Splice & Dice, reveal 2 random 1Pt Baddies and 2 random 5Pt Baddies.

Set your Tyrant's initial HP, Atk, Def, and Ini Stats equal to the highest corresponding Stats from the revealed Baddies. Use the Spliced Tyrant Stat Dice to reflect the appropriate numbers on the Tyrant Mat.

Using the Baddie Type positions along the bottom of the Tyrant Mat, place a peg in all positions that correspond to the Baddie Types shown on the revealed Baddies. These will be the Baddie Types associated with your Tyrant.





Initial Splice Example

Now that the Tyrant's Baddie Types have been defined, create your Active Stacks as normal using Baddies from TMB and optionally Baddies from the 40 Days in Daelore expansion. Also include all Splice & Dice Baddies with at least one matching Baddie Type to your Tyrant *(including those drawn for the Initial Splice)*. Don't forget to create Active Stacks of Mech and Krelln Baddies if playing with Undertow Encounters. Place unused Baddies back in the box *(on occasion, you may need to access these Baddies for a specific Encounter)*. If you ever run out of Baddies in an Active Stack, reshuffle defeated Baddies of that #Pt to replenish the empty Active Stack.

Game Phases

In general, proceed with your game of TMB as normal, with additional steps added to some of the Game Phases.

New Day Phase *(skip on Day 1)*

After rotating the Day Counter, pass the draw bag to the left. Then, the player with the draw bag reaches in, randomly pulls out 4 Lab Dice, and rolls them.

Without discussing, that player should select a Lab Die from those rolled and place it in one of the 4 Lab Dice Slots on the Lab Mat. The player to the left will do the same and continue to pass to the left until all dice are placed.

Encounter Phase

Combat Encounters

In battle, the first Baddie that would go to the Defeated Stack is instead placed in Tank 1 of the Lab Mat. The second Baddie that would go to the Defeated Stack is placed in Tank 2, the third in Tank 3, and the 4th in Tank 4. Any additional Baddies go to the Defeated Stack as normal.

Peaceful Encounters

After completing your Encounter but before moving on to the Reward Phase, create a BQ: Baddie Pts. From the top of the BQ down, place the Baddies in the Tanks of the Lab Mat *(with the first Baddie going into Tank 1, the second into Tank 2, etc.)*. Return any Baddies not used to the back of the appropriate Active Stacks.

Splice *(Skip on Day 1)*

After completing an Encounter and before collecting your Rewards *(if applicable)*, resolve each Lab Die in your Lab Dice Slots individually starting with the die between Tanks 1 and 2 and working clockwise. Each die will take into account only the Baddies in the two adjacent Tanks, though only one needs to be filled. A Lab Die that has no Baddies in adjacent Tanks is not resolved.

Each symbol on the Lab Dice corresponds to a different Stat, Track, or other aspect that can be added to the Tyrant.

Stats

- – **Ini:** If any adjacent Baddie has an Ini Stat greater than the Tyrant's current Ini Stat, increase this Stat by 1.
- – **HP:** Add together the HP Stats of all adjacent Baddies. If the total is greater than the Tyrant's current HP Stat, increase this Stat by 1.
- – **Atk:** Add together the Atk Stats of all adjacent Baddies. If the total is greater than the Tyrant's current Atk Stat, increase this Stat by 1.

- – **Def:** Add together the Def Stats of all adjacent Baddies. If the total is greater than the Tyrant's current Def Stat, increase this Stat by 1.

The Tyrant's Ini and Def Stats can be increased to a maximum of 6. The HP and Atk Stats can increase to a maximum of 12.

Tracks

- – **Extra Baddies:** If any adjacent Baddie has or , advance this Track by 1 position.
- – **Preferred Target:** If any adjacent Baddie has a that is to the right of the Tyrant's current , advance this Track by 1 position.
- – **Attack Form:** If any adjacent Baddie has Attack Form, advance this Track by 1 position.

A Track cannot be advanced past its last position.

Additions

- – **Spliced Tyrant Die:** Choose a Baddie Type from an adjacent Baddie for which the Tyrant does not already have the Spliced Tyrant Die, and add the Spliced Tyrant Die of that type to the Tyrant.

The Tyrant cannot have more than 3 Spliced Tyrant Dice. If a 4th would be added, remove an existing die to make room for the newer one.

- – **Skill:** Add the adjacent Baddie with the highest #Pt value to the Tyrant's Skills Area at the end of Splicing *(if the same #Pt, you choose)*.

The Tyrant cannot have more than 3 Baddies in its Skills Area. If a 4th would be added, discard an existing Baddie of your choice to make room for the newer one.

BAT Splice Example

We start the Splice with the Lab Die between Tanks 1 and 2. The combined HP Stat of adjacent Baddies is 7. This is not greater than the Tyrant's current HP Stat, so there is no change.

The next Splice is for Attack Form. Since an adjacent Baddie is Ranged, this Track advances by 1 position.

The Preferred Target Lab Die is resolved next. An adjacent Baddie has a Preferred Target to the right of the Tyrant's current position on the Preferred Target Track, so this Track advances by 1 position as well.

The final Splice is for Skills. Since both adjacent Baddies are 1Pt Baddies, we can choose which Baddie to move to the Tyrant's Skills Area at the end of the Splice. We choose the Grunting Tromper to move there at the end of the Splice.

Once all dice are resolved, move all Baddies in the Tanks to the Defeated Stack, and return all Lab Dice to the draw bag. Continue with the Reward Phase and Recovery Phase as described in the TMB rulebook.

Facing the Spliced Tyrant

Once you have earned the required amount of Progress Pts ( ) needed, you may challenge the Tyrant. Note that you are not required to challenge the Tyrant the day after earning the required , but you must defeat the Tyrant before its Days ( ) are exceeded in order to win the game.

Final Tyrant Example

Preparing for Battle

Use the Spliced Tyrant Chip from your Lab Mat to represent the Tyrant in the Tyrant battle. You'll refer to the Tyrant Mat for all of the Tyrant's details *(or a Spliced Tyrant Sheet – see the next section on Recording Your Tyrant Information)*. If you have a wet or dry erase marker, you can write the Tyrant's details on the chip itself.

The Tyrant's Ini, HP, Atk, and Def Stats are equal to the current # showing in the corresponding Stats on its mat. Its Attack Form, Preferred Targets, and # of Extra Baddies are determined by the corresponding Tracks. For Tracks, the position marked in red that the peg is on or most recently passed determines which form of these attributes the Tyrant has.

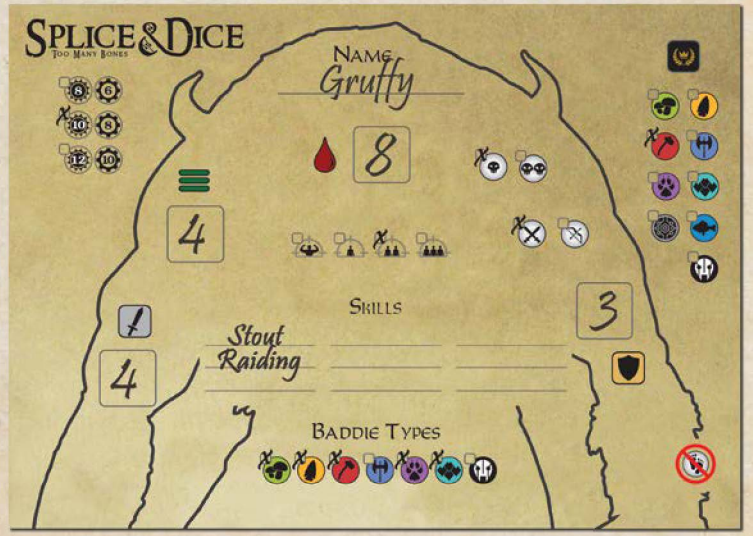
The Build-a-Tyrant Card acts as your Encounter Card for the battle. Set up your Tyrant battle as normal, following the instructions on the Tyrant card. Don't forget to apply the Persistent effects from any Tyrant Encounters you faced along the way.

On its turn, the Tyrant will roll all collected Spliced Tyrant Dice along with its Atk and Def Dice. See the Splice & Dice Tyrant Die Reference for details on what each of the Spliced Tyrant Dice effects are. The Tyrant has all of the Skills listed in its Skills Area. Duplicated Skills only trigger once. If the Tyrant has multiple Skills with the same name but differing #s, the highest # is used.

Recording Your Tyrant Information

Your Tyrant Mat will show all of the information you need about the Tyrant you will face in battle. However, you can record this information on one of the included Spliced Tyrant Sheets to make it easier to see at a glance and also allow you to face it again in a future Adventure *(see pg. 10)*.

On the Spliced Tyrant Sheet, check off all Baddie Types associated with your Tyrant, as well as the Days/Progress selected. Mark your Tyrant's Attack Form, Preferred Targets, and whether it brings in Extra Baddies to join it in battle. Write in its Ini, HP, Atk, and Def Stats. Check off which Spliced Tyrant Dice are associated with the Tyrant, and record the Skills listed on each Baddie in the Tyrant's Skills Area. Finally, don't forget to give the Tyrant a name that will strike fear in the hearts of all Daelorians!



Spliced Tyrant Sheet Example

Nobulous Apprenticeship Program (NAP)

Welcome to your first day of the Nobulous Apprenticeship Program!

You've been specially chosen thanks to your [redacted]. You'll be doing important work that will advance Gearloc science (and society!) in a number of meaningful ways.

Your supervisor, Nobulous Grint, will be directing your day-to-day activities. Complete your daily tasks and you may be rewarded with [redacted]. However, we should be clear that failure will not be tolerated. There are snacks and coffee in the [redacted].

Overview

The Nobulous Apprenticeship Program (NAP) is a solo and cooperative game for 1-4 players, set in the Too Many Bones universe. It plays independently of a Too Many Bones Adventure; however, it uses components from Too Many Bones to play.

NAP gives you the unique opportunity to take on the role of lab apprentices working for Nobulous while he attempts to splice together the most horrific Tyrants possible. But, unlike any other boss that's ever existed, Nob has a tendency of getting in his own way by requiring too many top priority tasks, micromanaging his apprentices, and shelling out punishments for uncompleted demands.

Unfinished work will carry over to the next day, leaving you with less time to work on your Tyrant. When the formaldehyde settles, the Tyrant you've managed to splice will be pitted against Nob's "Proto Tyrant." If your Tyrant wins, you have been successful and may even be allowed to live another semester!

Your final creation can also be used in future games of Too Many Bones.

Objective

A game of NAP is played over the course of up to 7 Days. Your team will win the game if you successfully create a Tyrant that is victorious in a battle against Nobulous' "Proto Tyrant" before the end of Day 7.

If you fail to successfully create a Tyrant by the end of Day 6 *(in order to send it into battle the following Day),* or if your Tyrant does not win its battle against the Proto Tyrant, you have failed your apprenticeship and lost the game.

Set-Up

On top of the components from Splice & Dice, playing NAP will require the following components from TMB:

- 1Pt, 5Pt, and 20Pt Baddies *(you can optionally include Baddies from the 40 Days in Daelore expansion as well)*
- Battle Mat
- Lane Markers
- Health Chips
- Status Effect Dice
- Atk and Def Dice
- Baddie Ini Dice
- Round Counter Die

Setting Up the Lab

Place your Tyrant Mat and Lab Mat in the center of your play area. Place the supply of pegs nearby.

On the Tyrant Mat, place a peg in:

- The topmost position of the Extra Baddies Track
- The leftmost position of the Attack Form Track
- The leftmost position of the Preferred Target Track

Note: The Days/Progress indicator on the top left of the Tyrant Mat is not used in NAP.

Game In Progress Example

Baddie Discard

Active Stacks

Exhausted Lab Dice

Lab Dice

Nob Deck

Discard

In Play

Research Area

Apprentice Card

On the Lab Mat, place a peg in the Day 1 position of the Day Track and the 0 Progress position of the Progress Track.

Set the Spliced Tyrant Stat Dice, as well as the Spliced Tyrant Dice, to the side of the Tyrant Mat. Place a Spliced Tyrant Chip in the middle of the Lab Mat and the top of the Tyrant Mat.

Place all the Lab Dice in the draw bag, and set this in front of a randomly chosen first player. Designate an area for your Exhausted Lab Dice.

Baddies

Set aside all Splice & Dice Baddies for a moment. From the other Baddies you are including in your game *(which will include the Baddies from either the base game, Undertow, or both, and optionally Baddies from the 40 Days in Daelore expansion),* create 3 stacks:

- Stack 1 – 15 random 1Pt Baddies
- Stack 2 – 15 random 5Pt Baddies
- Stack 3 – 2 random 20Pt Baddies

Now add to each stack:

- Stack 1 – 5 random 1Pt Baddies from Splice & Dice *(for 20 total 1Pt Baddies)*
- Stack 2 – 5 random 5Pt Baddies from Splice & Dice *(for 20 total 5Pt Baddies)*
- Stack 3 – 3 random 20Pt Baddies from Splice & Dice *(for 5 total 20Pt Baddies)*

Shuffle each stack separately, creating an Active Stack for each #Pt value. These will be your Active Stacks for the game. All remaining Baddies can be returned to the box, as they will not be used. Place these stacks to the right of your play area. Leave room Discarded Baddies.

Cards & Setting the Difficulty Level

Shuffle the Nob Deck and place it beneath the Tyrant and Lab Mats. Ensure you also leave space to have a total of 8 cards in play, as well as a Discard pile.

Determine the difficulty level you would like to play:

Off Season – Use this mode for a moderate challenge.

> Find the first Opportunity, Setback, and Task in the Nob deck, and place them face up in your play area. Then, reshuffle the deck.

Busy Season – Use this mode for a more difficult challenge.

> Place the first 4 Nob Cards from the deck face up in your play area.

Shuffle the Apprentice Cards and deal one face up to each player. Each apprentice has an ongoing effect or additional Actions its player can take advantage of. If playing solo, you may draw 2 apprentices and select 1 to play with.

Other Components

The following components should be set aside until the Tyrant battle at the end of the game:

- Battle Mat
- Lane Markers
- Health Chips
- Status Effect Dice
- Atk and Def Dice
- Baddie Ini Dice
- Round Counter Die
- Spliced Tyrant Ini Die
- Proto Tyrant Chip

Initial Splice

From the top of your Active Stacks, reveal two 1Pt Baddies and two 5Pt Baddies.

Set your Tyrant's initial HP, Atk, Def, and Ini Stats equal to the highest corresponding Stats from the revealed Baddies. Use the Spliced Tyrant Stat Dice to reflect the appropriate numbers on the Tyrant Mat.

Using the Baddie Type positions along the bottom of the Tyrant Mat, place a peg in all positions that correspond to the Baddie Types shown on the revealed Baddies. These will be the Baddie Types associated with your Tyrant.

Set the 4 revealed Baddies to the side of your play area, with the other components that are set aside for the Tyrant battle - these Baddies will make up the Proto Tyrant's BQ.

Gameplay

Start of Day

1. Advance the peg in the Day Track *(skip on Day 1).* This Track also denotes the Tank Limit for the Day *(see pg. 24).*

2. Players will individually take turns, starting with the first player on Day 1. Turns continue to the left of that player until the End of Day occurs. On each subsequent Day, turn order starts to the left of the last player to take a turn on the previous Day.

Taking a Turn

On your turn, you will carry out the following steps:

1. Reveal a Nob Card. If it has any Instant effects, those will take place immediately and then have no further impact. Workday effects are applied immediately as well, but are ongoing until they leave play. See pg. 29 for more details on Nob Cards.

2. Take up to 2 Actions. You may repeat the same Action twice if you wish.

    - **Research Lab Dice**
        - Draw a Lab Die from the draw bag, roll it, and set it in your Research Area.
          Perform up to 3 times as a single Action.

Note that there are only 10 Lab Dice available for use each Day – possibly fewer if some are left on unfulfilled Nob Cards. Exhausted Lab Dice are returned to the draw bag at the End of Day.

    - **Research Baddies**
        - Draw a Baddie from any Active Stack and set it in your Research Area.
          Perform up to 3 times as a single Action.

Note that Baddies for the entire game are limited to what is in your Active Stacks. Researched Baddies are Discarded at End of Day, and Discarded Baddies are not returned to your Active Stacks even if they are empty. You therefore must be careful not to run out of Baddies!

    - **Place Lab Dice**
        - Declare a specific Lab Die Slot, or Nob Card with a Lab Dice requirement in play where you will Place a Lab Die. Either select a die from the Research Area to Place there *(keeping its current side face up),* or blindly draw and roll a Lab Die from the draw bag to Place there.
          Perform up to 2 times as a single Action.

A blindly drawn Lab Die must be Placed if possible, even if it would result in a Negative Splice *(see pg. 25)*. If a blindly drawn Lab Die does not match the requirements of the declared Nob Card, it cannot be Placed and is instead Exhausted.

- **Place Baddies**
  - Declare a specific Tank, or Nob Card with a Baddie requirement in play where you will Place a Baddie. Either select a Baddie from the Research Area to Place there, or blindly draw a Baddie from any Active Stack to Place there.
    Perform up to 2 times as a single Action.

A blindly drawn Baddie must be Placed if possible, even if it would result in a Negative Splice *(see pg. 25)*. If a blindly drawn Baddie does not match the requirements of the declared Nob Card, it cannot be Placed and is instead Discarded.

- **End a Request**
  - End any Request *(by flipping the card face down)*. This does not count as fulfilling the Task, and you do not get the Reward for it.
    Perform once at a cost of 2 Actions.

- **Perform an Action listed on your Apprentice Card or on a Nob Card in play.**

3. After taking your Actions, count the # of Nob Cards in play. If there are 8 Nob Cards, the End of Day occurs *(see next section)*. Otherwise, play passes to the left.

Tank Limit
When Placing Baddies in Tanks, the Tank Limit must always be observed. Tank Limit is denoted below the Day Track, and increases by 4 each Day.

Your Tank Limit is the maximum total #Pt value of Baddies you may have in your Tanks. You may not Place a Baddie into a Tank if doing so would cause the total #Pt Baddies in your Lab to exceed your Tank Limit.

End of Day

The End of Day consists of two steps, which must be carried out in order:

1. Splice
2. Cleanup

Splice

In order to Splice, resolve each Lab Die in your Lab Dice Slots individually starting with the die between Tanks 1 and 2 and working clockwise. Each die will take into account only the Baddies in the two adjacent Tanks, though only one adjacent Tank needs to be filled. A Lab Die that has no Baddies in adjacent Tanks is not resolved.

Each symbol on the Lab Dice corresponds to a different Stat, Track, or other aspect that can be added to your Tyrant.

Positive Splices

A Positive Splice results in your Tyrant getting stronger.

Stats
For each of the following, a Positive Splice occurs if:

- – **Ini:** Any adjacent Baddie has an Ini Stat greater than your Tyrant's current Ini Stat
- – **HP:** The combined HP Stats of all adjacent

Baddies is greater than your Tyrant's current HP Stat

- – **Atk:** The combined Atk Stats of all adjacent Baddies is greater than your Tyrant's current Atk Stat
- – **Def:** The combined Def Stats of all adjacent Baddies is greater than your Tyrant's current Def Stat

A Positive Splice for a Stat increases that Stat by 1. The Ini and Def Stats can be increased to a maximum of 6. The HP and Atk Stats can increase to a maximum of 12. A Splice is still considered Positive if a Stat would be increased but is already at its maximum.

Tracks

For each of the following, a Positive Splice occurs if:

- – **Extra Baddies:** Any adjacent Baddie has or
- – **Preferred Target:** Any adjacent Baddie has a that is to the right of your Tyrant's current *(Splicing a Baddie with is always considered a Positive Splice)*
- – **Attack Form:** Any adjacent Baddie has Attack Form

A Positive Splice for a Track advances its peg by 1 Position. A Track cannot be advanced past its final position, but a Splice is still considered Positive if a Track would be advanced but is already at its final position.

Additions

For each of the following, a Positive Splice occurs if:

- – **Spliced Tyrant Die:** Any adjacent Baddie matches one of your Tyrant's Baddie Types *(and it does not already have the Tyrant Die of that Type)*

A Positive Splice for a Spliced Tyrant Die adds the Spliced Tyrant Die of the matching Type to your Tyrant. If more than one Baddie Type matches, you choose which of those Tyrant Dice to add. Your Tyrant can have a maximum of 3 Tyrant Dice. If it already has 3, remove an existing Tyrant Die to make room for the newest one.

- – **Skill:** Any adjacent Baddie has a Skill that your Tyrant does not already have *(Note: Skills with the same name but different #s, such as Poison 1 and Poison 3, are not considered different Skills)*

A Positive Splice for a Skill adds a Baddie adjacent to the Skill Die, with a Skill your Tyrant does not already have, to your Tyrant's Skills Area at the end of splicing. A 1Pt Baddie can be placed in 1, 2, or 3 Skill Slots. 5Pt Baddies can only be placed in the 2 or 3 Skill Slots. 20Pt Baddies can only be placed in the 3 Skill Slot. If all appropriate Skill Slots are filled, Discard a Baddie currently in an appropriate Skill Slot and add the newest Baddie to that Slot.

Negative Splices

If the resolution of a Lab Die does not result in a Positive Splice, a Negative Splice occurs instead. A Negative Splice on a Stat or a Track decreases it by 1. A Negative Splice for a Spliced Tyrant Die forces you to remove a previously gained Spliced Tyrant Die. A Negative Splice for a Skill requires you to Discard a Baddie from your Skills Area.

Progress

A Splice is considered Successful if at least one Positive Splice occurs *(regardless of how many Negative Splices occur)*. Gain a Progress Pt. by advancing the Progress Track on the Lab Mat by 1.

A Failed Splice occurs if no Positive Splices take place. You do not gain a Progress Pt. for that Day.

If two Failed Splices occur throughout the course of the game, you will be unable to complete the Tyrant battle within 7 Days and have therefore failed your apprenticeship and lost the game.

NAP Splice Example #1

We start the Splice with the Lab Die between Tanks 1 and 2, which is for Attack Form. Unfortunately, the only Baddie adjacent to this Lab Die has Melee Attack Form, so this results in a Negative Splice. The peg in the Attack Form Track is moved back 1 position.

The Def Die is next in clockwise order; however, since there are no Baddies in the adjacent Tanks, it is not resolved.

There is only 1 more die to resolve, which is for Atk Stat. We add the Atk Stats of the Baddies in Tanks 4 and 1 together for a total of 3. Since this is not higher than our Tyrant's current Atk Stat of 3, this results in another Negative Splice. The Tyrant's Atk Stat is therefore reduced by 1.

A tough day in the Lab with no Positive Splices occurring results in a Failed Splice. This means that the Progress Track will not be advanced. Better luck tomorrow!

NAP Splice Example #2

We again start the Splice with the Lab Die between Tanks 1 and 2. The combined HP Stat of adjacent Baddies is 7. This is not greater than our Tyrant's current HP Stat, so a Negative Splice occurs and our Tyrant's HP Stat is decreased by 1.

The next Splice is for Attack Form. Since an adjacent Baddie is Ranged, this Track advances by 1 position.

The Preferred Target Lab Die is resolved next. An adjacent Baddie has a Preferred Target to the right of the Tyrant's current position on the Preferred Target Track, so this Track advances by 1 position as well.

The final Splice is for Skills. Since both adjacent Baddies are 1Pt Baddies, we can choose which Baddie to move to the Tyrant's Skills Area at the end of the Splice. We choose the Grunting Tromper to move there at the end of the Splice.

Since at least one Positive Splice occurred, it is a Successful Splice and a Progress Pt. is earned for the Day!

Cleanup

**See the Nob Cards section below for more details regarding Nob Cards.*

1. End as many fulfilled Opportunities as you would like *(optional)*.
2. End all Punishments and Rewards that are not already Ended.
3. Turn all Demands to Punishments *(Discarding all Baddies and Exhausting all Lab Dice on the card)* and all Requests to Demands *(keeping all Baddies and Lab Dice on the card)*.
4. Discard all Ended cards.
5. Discard all Baddies in the Tanks and Research Area.
6. Return Exhausted Dice, as well as Lab Dice from the Lab Dice Slots and Research Area, to the draw bag.

Continue to the next Day as normal, unless you have gained 5 Progress Pts. If you have, you will proceed to the Tyrant battle instead *(see pg. 31)*. You must proceed to the Tyrant battle as soon as you have enough Progress Pts. to do so.

Nob Cards

Nob Cards represent the management of your apprenticeship by none other than esteemed Gearloc scientist Nobulous Grint. You'll be micromanaged at every turn with a variety of Opportunities, Setbacks and Tasks. As in real life, keep your boss happy and you'll be rewarded with something vaguely resembling modest benefits. Similarly, disappoint your supervisor and you'll be met with additional demands and punishments that will guarantee a lifetime of middling vocational success and low quality output.

Opportunity

Setback

Task

Each type of card has a different back, so you will be able to anticipate which type of card is coming up next in the Nob Deck.

Mandatory effects outlined by Nob Cards must be adhered to. If text on a Nob Card contradicts this rulebook, the Nob Card takes precedence.

If the Nob Deck runs out of cards, shuffle the Discard pile to form a new Nob Deck.

Opportunities

Opportunities provide Benefits that may aid your team, though many have requirements that must be fulfilled before gaining them.

Opportunity Cards have two orientations. They come into play with the title banner at the top. If there is a requirement, this must be fulfilled *(see pg. 30)* before the card can be turned 180° so the Benefit is at the top of the card. If there are no requirements, it is automatically fulfilled and can be immediately turned to its Benefit *(once the flavor text is read)*.

Benefits

Once an Opportunity is fulfilled, you will be able to use its Benefit. These are optional game effects or Actions you may take. Some Benefits may only be used once per

Day, while others can be used each turn or when certain parameters exist.

Ending Opportunities
Fulfilled Opportunities can be Ended at any point in the Day *(does not cost an Action)* or as part of the End of Day. Ended Opportunities are flipped face down and can no longer be used for their Benefits; however, they will be Discarded at End of Day, making more space in your play area and subsequently allowing your team to take more Actions the following Day.

Fulfilled Opportunities can be kept in play from one day to the next in order to keep using their Benefits; however, keep in mind that each Opportunity Card kept reduces the number of turns your team will get to take before the End of Day is triggered.

Opportunities that have not been fulfilled cannot be Ended and will carry over to the next Day.

Setbacks

Setbacks impose a negative effect on the team, which lasts until it is Ended by fulfilling its requirements .

Setbacks only have one orientation. The top portion of the card has a mandatory effect that will generally hamper your team in some way. This effect can only be Ended by fulfilling the requirements on the bottom of the card.

As soon as a Setback's requirements are fulfilled, the card is Ended and flipped face down. Ended cards are Discarded during End of Day, freeing up room in your play area and therefore granting your team more Actions on the following Day.

Tasks

Tasks have 4 different orientations: Request, Demand, Reward ( ), and Punishment ( ). When they come into play, they should always be placed with the Request at the top.

Requests
Requests will indicate requirements that can be fulfilled in order to turn the card to its Reward side.

When a Request is fulfilled, Discard any Baddies and Exhaust any Lab Dice on the card and then turn the card to its Reward side.

You can spend 2 Actions in a single turn in order to End a Request. Doing so flips the card face down, so you will not get either the Reward or Punishment. Ended cards are Discarded at the End of Day.

At the End of Day, any Requests that are not Ended will be turned to their Demand side *(with any Baddies/Lab Dice on them remaining unless they could not be used to fulfill the Demand).*

Demands
Demands work very similarly to Requests, though they will generally require more effort to fulfill. You cannot spend 2 Actions to End a Demand.

Any unfulfilled Demands will, at the End of Day, be turned to their Punishment side.

Punishments
Punishments are generally negative effects that the team must deal with, either Instantly or for the rest of the Workday. At the End of Day, all Punishments are Ended, and will subsequently be Discarded from play.

Fulfilling Cards

Many Opportunities, Setbacks, and Tasks require Baddies or Lab Dice to be Placed on them, which can be done using your Actions. Baddies and Lab Dice can be Placed over the course of several turns or even over multiple Days. The Baddies and Lab Dice will remain on the card until the requirement is fulfilled or the card is Ended by some other means. When this occurs, Baddies on the card are Discarded, and Lab Dice on it are Exhausted.

Baddie and Lab Dice requirements must be met exactly. For example, if a Request requires "3 Baddies with a combined [sword] of 5," you could not Place a Baddie on the card if it would exceed 5 total [sword], nor could you Place any Lab Dice on it.

Other cards may require the game to be in a certain state. For example, an Opportunity may require you to "have 3 Setbacks in play." The Opportunity is fulfilled and turned to its Benefit as soon as this state exists. It does not turn back even if that state stops being true. Note that an Ended card is still considered "in play" until it is Discarded at the End of Day.

Finally, some cards may require you to spend Actions. The Action must be able to be carried out in full in order for it to be fulfilled. For example, a Setback may require you to use an Action to "reduce any Stat on your Tyrant by 2." You must both have an Action to put towards this and have a Stat that can be reduced by 2 in order to fulfill the requirement of that Setback.

Tyrant Battle

"A fight to the death serves as an essential baseline measure of any creature's true strength. As stronger creatures are created, we gain valuable insight on traits and properties that may extend the life of a Gearloc into perpetuity." —Nobulous

The Tyrant battle will take place the Day following the Splice in which you gain your 5th Progress Pt. This will be on either Day 6 or Day 7.

In order to pass your apprenticeship and win the game, you must defeat not only the Proto Tyrant, but all opposing units.

Set-Up

Your Tyrant

Use the Spliced Tyrant Chip from your Lab Mat to represent your Tyrant in the Tyrant battle. You'll refer to the Tyrant Mat for all of your Tyrant's details *(or a Spliced Tyrant Sheet – see pg. 19 for details on Recording Your Tyrant Information)*. If you have a wet or dry erase marker, you can write the Tyrant's details on the chip itself.

Your Tyrant has access to all Spliced Tyrant Dice on its mat. Regarding Skills, you must choose one Skill from each Baddie in its Skill Slots that it will use during the Tyrant battle. It does not have access to the other Skills. If using a Spliced Tyrant Sheet, we recommend recording all shown Skills and drawing a star beside those that are active in this battle. If you later port your Tyrant into a game of TMB, it will have all shown Skills, not just those used in this Tyrant battle.

Components
Set aside the following components, which are no longer needed:

- All Nob Cards *(including those in play)*
- All Apprentice Cards
- The Lab Mat
- All Lab Dice *(remove from draw bag)*
- All unused Spliced Tyrant Stat Dice and pegs

Gather all of the components you were instructed to set aside at the beginning of the game. Set the Battle Mat *(on its land side, if using the mat from Undertow)* in the middle of the play area, moving other components if needed. Place the Round Counter set to R1 in the Ini Meter. Create pools of Atk Dice, Def Dice, Status Effect Dice, and Health Chips. Set the Lane Markers and Baddie Ini Dice near the Battle Mat.

Battle Set-Up
Create the Proto Tyrant's BQ. This will consist of the 4 Baddies used in your Initial Splice. The order for the BQ should be two 5Pt Baddies, two 1Pt Baddies, and then the Proto Tyrant on the bottom of the BQ.

The BQ and Proto Tyrant will use the Lane Markers and Baddie Ini Dice and are limited to 4 units on the Battle Mat at a time. They will use the Baddie Starting Positions and are considered opposing units to your Tyrant.

Note that the Proto Tyrant has the Skill: Randomize. Before battle, put all Spliced Tyrant Dice that are not associated with your own Tyrant into the draw bag. Draw one out – this is the Spliced Tyrant Die the Proto Tyrant will roll on each of its turns in addition to its Atk Dice. See the Splice & Dice Tyrant Die Reference for details on what each of the Tyrant Dice effects are.

Your Tyrant will use the Gearloc Starting Positions on the Battle Mat for initial placement. If you reached or on the Extra Baddies Track, these Baddies are drawn from the Active Stacks, as are any other additional Baddies that may be added during battle *(through the Skill: Signal)*. If the applicable Active Stack is empty, you many now reshuffle defeated Baddies of that #Pt to replenish the empty Active Stack. Extra Baddies will come into play immediately, also using the Gearloc Starting Positions of the appropriate Attack Form. These units are considered Allies to your Tyrant and opposing to the other Baddies in play. They will not use a Lane Marker or Ini Die – instead, they may each take a turn either before or after your Tyrant's turn *(your choice)*.

The Final Battle
Carry out the Tyrant battle as a standard Too Many Bones battle.

Turn sequence for Baddies under your control *(including your Tyrant)* is as follows:

1. **Start of Turn:** Any Effects or Skills that happen at this time can be resolved in the order of your choice.
2. **Move:** The Baddie can move up to 2 positions of your choice.
3. **Determine Target(s):** Atk Dice and targeting Skills require target(s). Melee Baddies must target adjacent opposing unit(s) *(of their Preferred Target if multiple options)*. Ranged Baddies must target opposing unit(s) of their Preferred Target anywhere on the Battle Mat.
4. **Skills:** Resolve any Skills on the Baddie that do not specify different timing.
5. **Roll Dice:** Roll as many of the Baddie's Atk Dice and inactive Def Dice as you would like. Atk Dice may only be rolled if a target is within attack range. If the Baddie can target multiple units, roll its Atk Dice for each separately.

6. **Resolve the Roll:** In any order – place rolled on Baddie, apply total rolled to target(s), and resolve any triggered Skills. Your Tyrant will also resolve its Tyrant Dice *(If applicable).*
7. **Baddie Reactions:** If opposing Baddies have any Skills triggered by being targeted or attacked, resolve them now.
8. **End of Turn**

Note that using Skills *(including triggered Skills)* is not optional, nor is applying all rolled dice.

Conflicting Skills in the Tyrant Battle

The game of Too Many Bones was designed for Gearlocs to fight Baddies, with the combinations of Skills on Baddies being carefully vetted by our design team to ensure they are balanced and interact with each other as intended.

Splice & Dice, in many ways, flips this on its head. It allows you as the player to mix countless combinations of Baddie Skills together in ways that were never considered when the Skills were created. Additionally, Baddie Skills were designed to work against Gearlocs and their Allies, not other Baddies. While we introduced this in a minor way in Undertow *(with Stanza's "Forever Mine" song),* epic battles between Tyrants and Baddies have not been seen prior to the Nobulous Apprenticeship Program.

As such, many combinations of Skills may seem underpowered, overpowered, or just plain crazy. We hope you will embrace this as we have! We look forward to you discovering some truly out-there combinations that allow your Tyrant to do unexpected things, both in the NAP Tyrant battle and against your party in a standard TMB game. Just remember – a Tyrant that bulldozes the competition in the final NAP battle is going to be quite the foe for the Gearlocs to come up against later when you bring that Tyrant into a game of TMB!

For some of the more problematic Skill interactions, we've created a printable PDF which can be found at www.chiptheorygames.com/support.

Winning the Game

If your created Tyrant is able to destroy the Proto Tyrant and its entire BQ – congratulations! You have won the game and successfully completed your apprenticeship. Your created Tyrant has proven itself strong enough to break free of the shackles of Nobulous' laboratory and wreak havoc on Daelore. It's time to see if a team of plucky Gearloc heroes is able stop its reign of terror.

See pg. 19 for details on recording your Tyrant's information, and pg. 10 on porting your Tyrant into a TMB Adventure.

If your Tyrant is defeated in battle, you lose the game and have failed your apprenticeship. *In which case, expect a lifetime of underground servitude and ethically dubious experimentation in the labs beneath Daelore. On the bright side,* [redacted].

NAP Glossary

Action: Each player may perform up to 2 Actions on their turn. It costs 1 Action to Research up to 3 Lab Dice or Baddies, Place up to 2 Lab Dice or Baddies, or perform an Action shown on your Apprentice Card or a Nob Card in play. It costs 2 Actions to End a Request.

After Successful Splice: An effect that takes place once the Splice is resolved, as long as it is Successful.

Before Splicing: An effect that is resolved during the End of Day, directly before resolving the Splice.

Benefit: Optional game effects or Actions that are granted by fulfilled Opportunities. Benefits may stay in play until the Opportunity is Ended by the team.

Cleanup: Takes place during the End of Day, after resolving the Splice. Involves card, dice and Baddie management in preparation for the next Day.

Day: One full round of the game. If you do not have 5 Progress Pts., a Day consists of the Start of Day, Player Turns *(until an 8th Nob Card enters play),* and the End of Day. If you start a Day with 5 Progress Pts. that Day consists of the Tyrant battle.

Demand: The side of a Task Card that a Request is turned to at the End of Day if not fulfilled. Has requirements that can be fulfilled in order to turn the card to its Reward side. If not fulfilled, will turn to a Punishment at the End of Day.

Discard: Both cards and Baddies are Discarded. Discarded Baddies will not re-enter play; Discarded cards will be reshuffled into a new deck if the Nob Deck runs out.

End: A card that is Ended is flipped over *(but remains in play until the End of Day).* An Opportunity can be Ended at any time if it is on its Benefit side; otherwise, it cannot be Ended. A Setback is Ended by fulfilling it. A Task on its Reward or Punishment side will End when it is resolved or at the End of Day. A Task on its Demand side cannot be Ended. A Task on its Request side can be Ended by spending 2 Actions to do so.

End of Day: Occurs after the player's turn in which an 8th Nob Card enters play. The End of Day consists of resolving a Splice and then carrying out the Cleanup.

Exhaust: Lab Dice are placed to one side when used or temporarily removed from play. During Cleanup, all Exhausted dice are returned to the draw bag.

Fulfill: Meeting the requirements of a Nob Card. Fulfilling an Opportunity turns it to its Benefit, fulfilling a Setback Ends it, and fulfilling a Task turns it to its Reward.

Instant: An immediate effect to be resolved as soon as it comes into play.

Lab: Refers to the Lab Mat, which includes the Tanks and Lab Dice Slots. The Day and Progress Tracks are also found here.

Negative Splice: Occurs if a Lab Die's requirements for a Positive Splice are not met, resulting in your Tyrant becoming weaker.

Nob Card: Represents the work you must complete alongside your splicing efforts. There are 3 types of Nob Cards: Opportunities, Setbacks, and Tasks.

Opportunity: A Nob Card that provides a Benefit to aid your team. Many Opportunities have requirements that must be fulfilled before your team can access their Benefits. Unfulfilled Opportunities must be carried forward to the next Day; fulfilled Opportunities can be carried forward or can be Ended at any time.

Place: An Action that allows you to set Lab Dice or Baddies into the Lab to be Spliced or onto Nob Cards with requirements to be fulfilled.

Positive Splice: Each possible Lab Die face has specific requirements for a Splice which, if met, will result in an improvement to your Tyrant.

Progress Pt.: Earned when a Successful Splice occurs. Tracked on the top left of the Lab Mat. Your team must acquire 5 Progress Pts. in order to complete your Tyrant and move on to the Tyrant battle.

Punishment: The side of a Task Card that a Demand is turned to at the End of Day if not fulfilled. May list game effects that are mandatory, with the timing of those effects shown on the card *(Instant, Workday, etc.)*.

Request: The side that a Task Card enters play on. Has requirements that can be fulfilled in order to turn the card to its Reward side. If not fulfilled, will turn to a Demand at the End of Day.

Requirement: Must be met for a Nob Card to be fulfilled. Requirements can consist of Baddies and/or Lab Dice that must be Placed on the card through Actions, a game state that must exist, or a specific Action that must be taken.

Research: An Action that allows you to draw and roll Lab Dice from the draw bag, or draw Baddies from the Active Stacks, to set in your Research Area.

Research Area: The spot in your play area where you keep Baddies and Lab Dice that have been Researched. When you Place, you may select Baddies and Lab Dice from the Research Area, allowing you to have knowledge of exactly what you are Placing.

Reward: Optional game effects or Actions that are granted by fulfilled Tasks. May be Instant or give a lasting effect for the remainder of the Workday.

Setback: A Nob Card that imposes negative effects on the team, which lasts until it is Ended by fulfilling its requirements.

Skills Area: The 3 chip slots near the bottom of the Tyrant Mat. The Baddies placed in these slots make up the Tyrant's Skills. In the NAP Tyrant battle, the Tyrant may only use 1 Skill from each of the Baddies here.

Splice: The act of resolving the Lab Dice using the Baddies in the Lab Mat. This is done during the End of Day. Each Lab Die with at least one adjacent Baddie will result in either a Positive or Negative Splice.

Start of Day: The phase of a Day before players start taking individual turns. Some game effects may take place during this phase.

Successful Splice: Occurs if at least one Positive Splice happens, earning you a Progress Pt.

Tank: Each chip slot on the Lab Mat is a Tank. This is where you place Baddies to be Spliced. The Lab Die between two Tanks denotes which aspect of the Baddies in the Tanks will be Spliced.

Tank Limit: The maximum total #Pt value of Baddies you may have in your Tanks. You may not Place a Baddie into a Tank if doing so would cause the total #Pt Baddies in your Lab to exceed your Tank Limit.

Task: A Nob Card with 4 different sides. Tasks enter play on their Request side and turn to a Demand if not fulfilled by the End of Day. Demands that are not fulfilled turn to a Punishment at End of Day. Requests and Demands that are fulfilled are immediately turned to their Reward side.

Tyrant Battle: The final face-off between your Spliced Tyrant and Nobulous' Proto Tyrant and its BQ. Your Tyrant must remain on the Battle Mat after all opposing units are defeated in order for your team to win the game. If your Tyrant is defeated in this battle, your team has lost the game.

Workday: An ongoing effect that must be observed while in play.

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